

**AMENDMENTS TO THE CLAIMS**

Claims 1-2. (cancel)

Claim 3. (withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

a sound wave generator operated by the game player and generating sound waves;

a position detector receiving sound waves from the sound wave generator to detect a spatial position of the sound wave generator; and

a control unit controlling a game, based on the spatial position detected by the position detector.

Claim 4. (withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

a sound wave generator disposed at a prescribed position and generating sound waves;

a sound wave receiver operated by the game player and receiving the sound waves;

a position detector detecting a spatial position of the sound wave receiver for the sound waves from the sound wave generator by being received by the sound wave receiver; and

a control unit controlling a game, based on the spatial position detected by the position detector.

Claim 5. (withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device operated by the game player and connected to a cable extended from a prescribed position;

a position detector measuring a length of the cable to detect a spatial position of the operation device; and

a control unit controlling a game, based on the spatial position detected by the position detector.

Claims 6-7. (cancel):

Claim 8. (currently amended): A game apparatus ~~according to claim 7, operated by motions of a game player opposed to a display screen, comprising:~~

an operation device to be operated by the game player, to be moved, and configured to emit light;

a position detector for detecting light from the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, said command display presented on the display screen, said command display for commanding a prescribed operation to the game player; and

a control unit for controlling a game, based on the trace of the operation device, detected by the position detector, and configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and controls the game, based on a judgment result;

wherein

on the display screen, a plurality of positions to which the game player can respond are configured to be displayed, and a command mark is configured to appear at a preset appearance position and to move to one of said plurality of positions; and

the control unit is configured to judge at a timing that the command mark arrives at said one of the positions whether or not the game player has responded to said one of the positions.

Claim 9. (previously presented): A game apparatus according to claim 8, wherein

the command mark contains a command of a specific operation;

the control unit judges at a timing that the command mark arrives at said one of the positions whether or not the game player has responded as commanded.

Claim 10. (previously presented): A game apparatus according to claim 8, wherein the operation device is to be operated by the game player in the game player's hand; and said plurality of positions are configured to be displayed at locations where the game player can operate the control unit with himself positioned at the center.

Claim 11. (previously presented): A game apparatus according to claim 9, wherein the operation device is to be operated by the game player in the game player's hand; and said plurality of positions are configured to be displayed at locations where the game player can operate the control unit with himself positioned at the center.

Claim 12. (previously presented): A game apparatus according to claim 8, wherein the light emitter is configured to be put on a part of the body of the game player; and said plurality of positions are configured to be displayed at locations where the game player can operate the control unit with himself at the center.

Claim 13. (previously presented): A game apparatus according to claim 9, wherein the light emitter is configured to be put on a part of the body of the game player; and said plurality of positions are configured to be displayed at locations where the game player can operate the control unit with himself at the center.

Claim 14. (previously presented): A game apparatus according to claim 10, wherein the operation device has a shape of a percussion musical instrument which is operated, gripped in the hand, and further comprises a vibration detector for detecting a vibrated state of the operation device; and

the control unit is configured to control the game in accordance with at least one of a position of the operation device and the vibrated state of the operation device.

Claim 15. (previously presented): A game apparatus according to claim 11, wherein the operation device has a shape of a percussion musical instrument which is operated, gripped in the hand, and further comprises a vibration detector for detecting a vibrated state of the operation device; and

the control unit is configured to control the game in accordance with at least one of a position of the operation device and the vibrated state of the operation device.

Claim 16. (currently amended): A game apparatus ~~according to claim 7, operated by motions of a game player opposed to a display screen, comprising:~~

a light emitter to be disposed at a prescribed position for emitting light;

an operation device to be operated by the game player, to be moved, and configured to detect light;

a position detector for detecting light from the light emitter at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and for controlling the game based on a judgment result;

wherein

· on the display screen, a plurality of positions to which the game player can respond are configured to be displayed, and a command mark is configured to appear at a preset appearance position and to move to one of said plurality of positions; and

the control unit is configured to judge at a timing that the command mark arrives at said one of the positions whether or not the game player has responded to said one of the positions, and a judgment result is displayed near the position of the appearance position.

Claim 17. (cancel):

Claim 18. (currently amended): A game apparatus ~~according to claim 7, operated by motions of a game player opposed to a display screen, comprising:~~

a light emitter to be disposed at a prescribed position for emitting light;

an operation device to be operated by the game player, to be moved, and configured to detect light;

a position detector for detecting light from the light emitter at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and for controlling the game based on a judgment result;

wherein

a plurality of positions to which the game player can respond are configured to be displayed on the display screen; and

the control unit is configured to allocate operation sound to said plurality of positions, wherein the operation sound is different for each position.

Claim 19. (currently amended): A game apparatus ~~according to claim 7, operated by motions of a game player opposed to a display screen, comprising:~~

a light emitter to be disposed at a prescribed position for emitting light;

an operation device to be operated by the game player, to be moved, and configured to detect light;

a position detector for detecting light from the light emitter at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and for controlling the game based on a judgment result;

wherein



a plurality of positions to which the game player can respond are configured to be displayed on the display screen; and

the control unit is configured to temporarily prohibit an operation of responding to one selected position, and to display that responding to the one selected position is prohibited.

Claim 20. (currently amended): A game apparatus operated by motions of a game player opposed to a display screen, comprising: according to claim 1,

an operation device to be operated by the game player, to be moved, and configured to emit light;

a position detector for detecting light from the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device; and

a control unit for controlling a game, based on the trace of the operation device, detected by the position detector;

wherein

a plurality of positions to which the game player can respond is configured to be displayed on the display screen;

an operation of responding to one selected position in the plurality of positions is temporarily prohibited;

a light emitter is provided in the operation device operated by the game player in the hand or on a part of the body of the game player;

the position detector is configured to detect based on the detected trace of the operation device whether or not the game player has taken a specific pose and retained the pose for a prescribed period of time; and

the control unit is configured to control the game, based on a detected result of the pose.

Claim 21. (previously presented): A game apparatus according to claim 8, wherein said plurality of positions are different from each other corresponding to a height of the game player.

Claim 22. (cancel):

Claim 23. (cancel):

Claim 24. (withdrawn): Input device used in a game apparatus according to claim 3, the input device being operated by a game player and including light emitter which lights.

Claim 25. (withdrawn): Input device used in a game apparatus according to claim 4,

the input device being operated by a game player and including light emitter which lights.

Claim 26. (withdrawn): Input device used in a game apparatus according to claim 5,

the input device being operated by a game player and including light emitter which lights.

Claim 27. (cancel):

Claims 28-29. (cancel):

Claim 30. (withdrawn): A game method to be executed on the game apparatus according to claim 3.

Claim 31. (withdrawn): A game method to be executed on the game apparatus according to claim 4.

Claim 32. (withdrawn): A game method to be executed on the game apparatus according to claim 5.

Claim 33. (cancel):

Claim 34. (withdrawn): A method for adjusting a game apparatus including:

an operation device operated by a game player, and transmitting or receiving a position signal;

a position detector receiving or transmitting the position signal from or to the operation device, and detecting a spatial position of the operation device, based on the position signal; and

a control unit controlling a game, based on the spatial position detected by the position detector,

the position signal being not transmitted, and an external position signal being detected; and when the external position signal is detected, a transmitting timing of the position signal being changed.

Claim 35. (withdrawn): A method for adjusting a game apparatus including:

an operation device operated by a game player, and transmitting or receiving a position signal;

a position detector receiving or transmitting the position signal from or to the operation device, and detecting a spatial position of the operation device, based on the position signal; and

a control unit controlling a game, based on the spatial position detected by the position detector,

a transmitting timing of the position signal being different from each other, based on a connection position where the operation device is connected.

Claim 36. (withdrawn): A storage medium for storing a program for executing a method according to any one of claims 28 to 35.

Claim 37. (cancel):

Claim 38. (currently amended): A game apparatus ~~according to claim 7~~, operated by motions of a game player opposed to a display screen, comprising:

an operation device, including an operation unit to be operated by the game player to be moved, and connected by a flexible cable to a signal unit for transmitting or receiving a position signal;

a position detector for receiving or transmitting the position signal from or to a signal unit of the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, said control unit configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and said control unit for controlling the game based on a judgment result;

wherein

a plurality of positions to which the game player can respond is configured to be displayed on the display screen; and

the control unit is configured to display to which one of said plurality of positions the operation device corresponds.

Claim 39. (currently amended): A game apparatus ~~according to claim 7,~~ operated by motions of a game player opposed to a display screen, comprising:

an operation device, including an operation unit to be operated by the game player to be moved, and connected by a flexible cable to a signal unit for transmitting or receiving a position signal;

a position detector for receiving or transmitting the position signal from or to a signal unit of the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, said control unit configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and said control unit for controlling the game based on a judgment result;

wherein

on the display screen, a plurality of positions to which the game player can respond is configured to be displayed, and a command mark is configured to appear at a preset appearance positions and to move to one of said plurality of positions; and

the control unit is configured to judge, at a timing that the command mark arrives at said one of said positions, whether or not the game player has responded to said one of said positions, and to display a judgment result near said one of said positions.

Claim 40. (currently amended): A game apparatus ~~according to claim 7~~, operated by motions of a game player opposed to a display screen, comprising:

an operation device, including an operation unit to be operated by the game player to be moved, and connected by a flexible cable to a signal unit for transmitting or receiving a position signal;

a position detector for receiving or transmitting the position signal from or to a signal unit of the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, said control unit configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and said control unit for controlling the game based on a judgment result;

wherein

on the display screen, a plurality of positions to which the game player can respond is configured to be displayed, and a movement indication among plural ones of said positions is configured to be displayed; and



- the control unit is configured to judge whether or not the game player has moved a given operation device along the movement indication.

Claim 41. (withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device including a vibration detector detecting a vibration state, and held in the hand of the game player, connected to a casing of the game apparatus and indicating a desired spatial position spaced from the center of a position of the game player;

a display unit displaying, on the display screen, a command display which indicates a prescribed position for the operation device to be moved to and a motion for the game player to make;

a judging unit judging whether or not, by an operation of the operation device by the game player, the operation device has indicated the prescribed position presented on the command display to judge whether or not the game player has made a motion conforming to the prescribed motion indicated on the command display; and

a control unit controlling a game, based on a judgement made by the judging unit.

Claim 42. (withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device including a vibration detector detecting a vibration state, and held in the hand of the game player, connected to a casing of the game apparatus and indicating a desired spatial position spaced from the center of a position of the game player;

a display unit displaying, on the display screen, a command display which indicates a prescribed position for the operation device to be moved to and a motion for the game player to make;

a judging unit judging whether or not, by an operation of the operation device by the game player, the operation device has indicated the prescribed position presented on the command display to judge whether or not the game player has made a motion conforming to the prescribed motion indicated on the command display; and

a control unit controlling a game, based on a judgement made by the judging unit, the display unit displaying game displays opposed to the game player, and blowing out at a prescribed blow-out position on the display screen at least two command marks indicating at least two operations different from each other in accordance with a rhythm of music, and commanding the prescribed position for the operation device to be moved to, by a blowing-out direction thereof.

Claim 43. (withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device including a vibration detector detecting a vibration state, and held in the hand of the game player, connected to a casing of the game apparatus and

indicating a desired spatial position spaced from the center of a position of the game player;

a display unit displaying, on the display screen, a command display which indicates a prescribed position for the operation device to be moved to and a motion for the game player to make;

a judging unit judging whether or not, by an operation of the operation device by the game player, the operation device has indicated the prescribed position presented on the command display to judge whether or not the game player has made a motion conforming to the prescribed motion indicated on the command display; and

a control unit controlling a game, based on a judgement made by the judging unit,

the display unit displaying game displays opposed to the game player, displaying a prescribed indicative position, and blowing out at a prescribed blow-out position on the display screen at least two command marks indicating at least two operations different from each other in accordance with a rhythm of music, and indicating a track to the prescribed indicative position by a blowing-out direction thereof so that the operation device is moved to the prescribed indicative position.

Claim 44. (previously presented): A game apparatus operated by game player motion, comprising:

an operation device to be operated by the game player;

a position detector for detecting a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device; and

a display unit for displaying game displays opposed to the game player,

the display unit being configured to display at a prescribed appearance position on the display screen at least two command marks indicating at least two operations different from each other in accordance with a rhythm of music, and to command a prescribed position to which the operation device is to be moved.

Claim 45. (previously presented): A game apparatus operated by game player motion, comprising:

an operation device to be operated by the game player;

a position detector for detecting a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device; and

a display unit for displaying game displays opposed to the game player,

the display unit being configured to display a prescribed position, and to display at a prescribed appearance position on the display screen at least two command marks indicating at least two operations different from each other in accordance with a rhythm of music, and to indicate a path from the prescribed appearance position to the prescribed position along which the game player is to move the operation device.

Claim 46. (previously presented): A game apparatus operated by game player motion, comprising:

an operation device to be operated by the game player;

a position detector for detecting a trace of the operation device being moved by the game player, the trace being made by connecting successive spatial positions of the operation device; and

a display unit for displaying game displays opposed to the game player,

the display unit being configured to display a plurality of positions, and to display a plurality of different command marks at a prescribed appearance position on the game screen moving, in accordance with a rhythm of music, along a path to one of said plurality of positions, such that when the command marks arrive at a selected position, the game player moves the operation device as commanded by the command marks.

Claim 47. (previously presented): A method for displaying a game operated by game player motion, the method comprising:

displaying on a display screen visible to said game player a plurality of command marks corresponding to movement of an operation device controlled by said game player, said command marks being displayed one by one from an initial display position in accordance with a rhythm of music, and

detecting a trace of the operation device being moved by the game player, the trace being made by connecting successive spatial positions of the operation device,

the command marks containing at least two operational commands different from each other, and an initial appearance direction thereof indicating a command of moving the operation device to a prescribed position.

Claim 48. (previously presented): A method for displaying a game operated by game player motion, the method comprising:

displaying on a display device a prescribed position

displaying at a prescribed initial display position on said display device a plurality of command marks corresponding to movement of an operation device operated by said game player, said command marks initiating at said prescribed initial display position in accordance with rhythm of music and moved along a track to the prescribed position,

the command marks containing at least two or more operational commands different from each other, the movement track commands movement of an operation device to the prescribed position, and

detecting a trace of the operation device being moved by the game player, the trace being made by connecting successive spatial positions of the operation device.

**Claim 49. (previously presented): A method for displaying a game operated by game player motion, the method comprising:**

**displaying on a display screen a plurality of positions corresponding to possible positions of an operation device operated by said game player,**

**displaying a plurality of different command marks at a prescribed initial appearance position in accordance with a rhythm of music, said plurality of command marks being moved along respective paths to respective selected positions,**

**commanding the game player to move in a prescribed manner in accordance with each of said command marks when said command marks arrive at said respective selected positions, and**

**detecting a trace of the operation device being moved by the game player, the trace being made by connecting successive spatial positions of the operation device.**

**Claim 50. (withdrawn): A game apparatus operated by a motion of a game player opposed to a display screen, comprising:**

**a music output unit outputting music;**

**a pair of operation devices each including a vibration detector detecting a vibration state, and held respective in the hands of the game player, connected to a casing of the game apparatus, and indicating a desired spatial position spaced from the center of a position of the game player;**

a display unit displaying a game display opposed to the game player, and displaying a plurality of indicative positions in the game display, command marks for the game player being displayed so as to be blow out at a prescribed blow-out position on the display screen in accordance with a rhythm of music, the command marks indicating at least two operations different from each other, and to be moved along a track to one selected out of said plurality of indicative positions, a blowing-out direction thereof indicating a command of moving the operation device to a prescribed position;

a judging unit judging whether or not the operation device has been moved to the selected indicative position on the command display, based on an operation of the operation device by the game player in accordance with music outputted by the music output unit, and judging whether or not the game player has made motions conforming to prescribed motions commanded by the command marks at the timing when the command marks arrive at the selected indicative position; and

a control unit controlling the game, based on a judgement of the judging unit.

Claim 51. (cancel):